SIMCITY™

GRAPHICS

User
Documentation

SET #2
FUTURE
CITIES

SimCity™ Graphics
FUTURE U.S.A.
Graphics by Richard Payne

It is the year 2055. Tired of living in an overcrowded Gigalopolis, you have decided to start your own city, and limit its growth—keep it down to a Megalopolis.

ZONES

The types of zones haven't changed much in the last 60 years, but architecture has. Not only are the buildings more modernistic, but life-styles, work, industry, and commerce have all evolved to keep pace with the technology of today.

Residential zones range from single-family residences to large estates and mega-condos. The commercial zones, which provide goods and services, are filled with everything from small shops to huge malls. The industrial zones, largely R&D, design and produce high-tech products to be shipped around the world.

Building a Hovercraft Port will increase your trade and promote growth of your industries. Building an Airport/Spaceport will greatly increase commerce.

POWER

Coal is out in this day and age—but wind and solar energy have not developed quickly or efficiently enough to economically support today's cities. You have a tough choice between nuclear fission and fusion plants, each with their trade-offs in price, power, pollution and danger.

TRANSPORTATION

Your populace commutes and travels through the city in computer-controlled pods that travel at high speeds through low-friction tubes kept at low air pressure. High-density traffic can be handled by Magnetic-rail Trains.

CRIME AND POLLUTION

Crime has not disappeared in the 21st century—it just went high-tech. Data theft has become a most profitable occupation, and troublesome hackers are infiltrating government and banking computer systems. Of course, your police department still has to deal with thieves, murderers and drug dealers in their spare time.

Pollution is still a by-product of industry.

DISASTERS

You are still at the mercy of all of the old SimCity disasters—earthquakes, floods, fires, tornados, monsters, meltdowns, air crashes, etc.

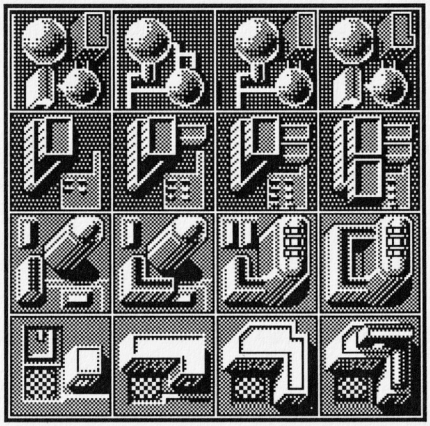
MISCELLANEOUS

- Your Airport doubles as a Spaceport, sending materials to space stations and moon colonies.
- Bulldozers have been replaced by disintegrating beam weapons that clear forests and raze buildings instantly.
- For entertainment, visit the LaserBot Arena. Humans in football and boxing have been replaced by robots. The action is faster and more furious, with no permanent damage done to any contestants.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



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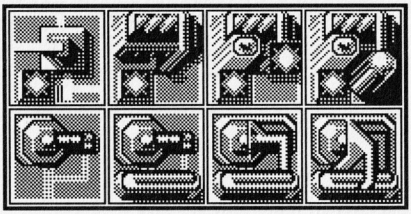

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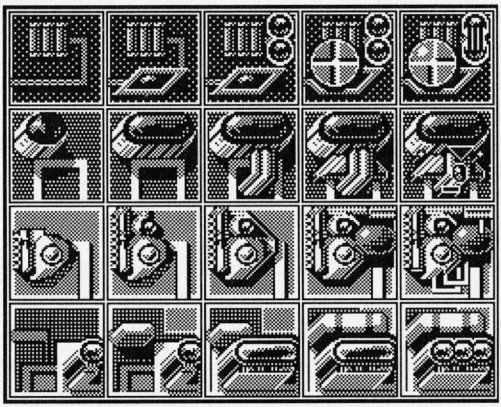
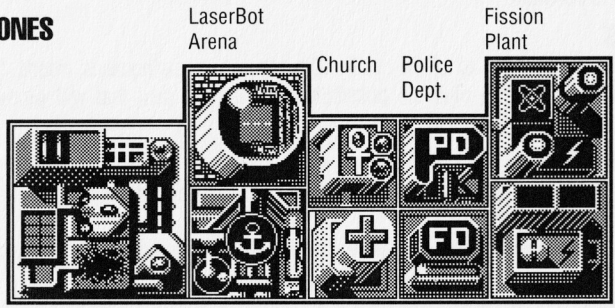


SPECIAL ZONES



FUTURE EUROPE
Graphics by Brummbaer

It is the year 2155. While individual nations cherish and preserve their cultural heritages, all Europe is financially and politically united under an extension of the European Economic Community. There is much controversy over where the capital of this new conglomeration of nations should be located. It has been decided that a new city should be designed for this purpose that will not be based on any one European nation. This city will be the birthplace of "the New European Culture," and you have been chosen to design, build and manage it.

ZONES

Not all traditions should be thrown out, so you will retain the use of zoning in city planning. Residential zones still range from single-family residences to large high-density apartments and condos, with the addition of special multi-family communal estates. The commercial zones contain an assortment of small shops, offices and cafes, as well as large shopping complexes and office buildings. The industrial zones will be dedicated to research and production of products that will improve the lives and life-styles of all Europeans.

Building a harbor will increase your trade and promote growth of your industries. Building an Airport/Spaceport will greatly increase commerce.

POWER

Of course, coal power plants are unacceptable in this new cultural Mecca—but wind and solar energy have not developed quickly or efficiently enough to economically support today's cities. Your only choice is between nuclear fission and fusion plants, each with their trade-offs in price, power, pollution and danger.

TRANSPORTATION

Your populace will travel through the city in self-powered, computer-controlled cars that move at high speeds over roads made of the latest frictionless materials. High-density traffic can be handled by a Monorail system.

CRIME AND POLLUTION

A city dedicated to culture and science will no doubt contain many things that will appeal to thieves. Metropol will need to make use of their newest crime prevention techniques to keep up with art thieves, corporate spies, and the usual old-fashioned thugs, mugs and murderers.

Even in this day and age, with strict manufacturing standards and air and water cleanliness laws, pollution is still a factor to be dealt with. Some people now believe that pollution is part of humanity—others believe that humanity is pollution.

DISASTERS

You are still at the mercy of all of the old SimCity disasters—earthquakes, floods, fires, tornados, monsters, and air crashes—plus the possibility of a lab accident that will produce bio-hazard contamination.

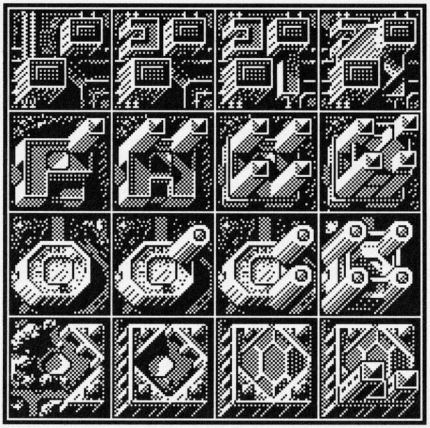
MISCELLANEOUS

- Your Airport doubles as a Spaceport sending materials to space stations, and colonies on the moon, mars, and the asteroid belt.
- Bulldozers have been replaced by disintegrating beam weapons that clear forests and raze buildings instantly.
- For entertainment, take in a game at the 3-D Soccer Arena. Gravity nullifiers and small jet packs have added a new dimension to the world's most popular game.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



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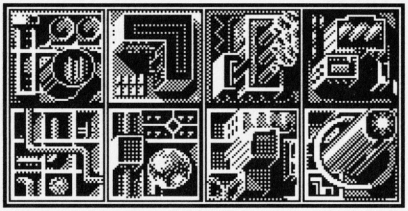

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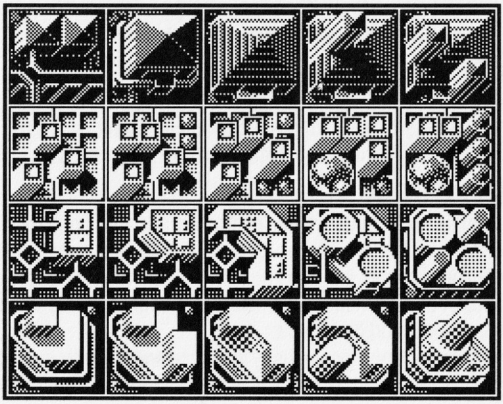
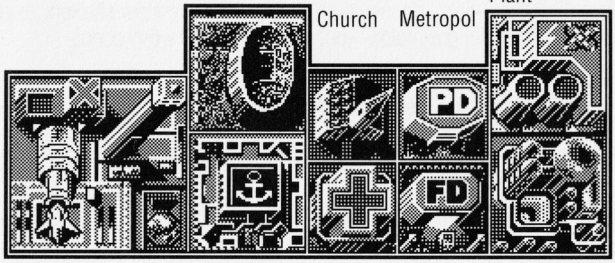


SPECIAL ZONES



MOON COLONY

Graphics by Mark Calhoun

It is the year 2195. The Earth is full—and tame. Every mountaintop and sea bottom has been thoroughly explored by a million tourists. The only way to have a real adventure and to plan where no human has planned before is to leave Earth. There are a number of colonies on planets and asteroids, but they're still very small and primarily scientific outposts. The moon is the new land of opportunity. As a city planner, the moon is your only chance to build a new city from the ground up.

ZONES

Since there is no atmosphere, it is important to compartmentalize the city into zones, and divide those zones into subzones that can be individually sealed in case of an oxygen leak.

Residential zones will range from small barracks to large high-density apartments and condos. The commercial zones contain an assortment of small shops, offices and cafeterias, and large business malls. The industrial zones will be dedicated to mining, and research and production of products that are best manufactured under low gravity, including various crystals and medicines.

Building a Rover Port for moon rovers will allow greater mining capabilities, and increase your industrial growths. Building a Shuttleport will greatly increase commerce.

POWER

Oxygen is too valuable to waste by burning coal—and there is no coal on the moon. There is also no wind. Solar energy is used as a supplement in emergencies, but not efficient enough to power a city—especially on the dark side. You have two power plant options—nuclear fusion (the old standby) and the new experimental technology—Gravity Wave conversion—which involves vibrating a black hole in a force field, and converting the emitted gravity waves to usable energy.

TRANSPORTATION

A world of adventurers will not accept computer-controlled pods or cars like their domesticated Earthling cousins. Your populace drives independently-controlled moon rovers. High-density traffic can be handled by a system of trains on rails, reminiscent of the pioneer days on Earth.

CRIME AND POLLUTION

Lunies are the people who found Earth too controlled, and are all outlaws at heart. Moontropol, your law enforcement arm, is kept busy with the usual bar brawls and petty crimes. Of course, there are also industrial and financial crimes, but every so often you will have major problems to deal with: Saboteurs can kill thousands by blasting holes in residential domes and hackers could kill everyone on the moon by messing with the life-support computers.

In addition to the pollutants from industry in general and the chemical industry in particular, the traffic, the life-support systems, and the people all emit some noxious fumes from time to time (water is very scarce, and sand showers are very uncomfortable).

DISASTERS

You will still face disasters—fires, moonquakes, alien monsters, meteor showers, extraterrestrial viral plagues and creeping acidic fungus molds—but nothing to really worry about.

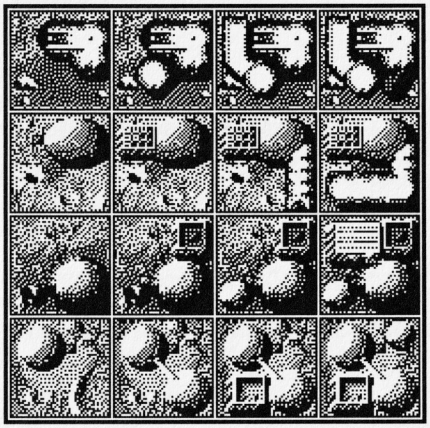
MISCELLANEOUS

- Using disintegrating beams for clearing land is a waste of energy, so you'll be using an old-tech bulldozer.
- For relaxation, check out the park domes where you can lie in the grass under a tree and breath air manufactured by plants.
- For entertainment, go to the recreation/sports complex and participate in low-gravity versions of popular earth sports.
- If you ever start to really miss Earth, then click you heels together three times and repeat, "There's no place like dome, there's no place like dome, there's no..."

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

RESIDENTIAL



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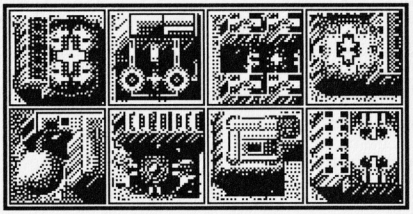

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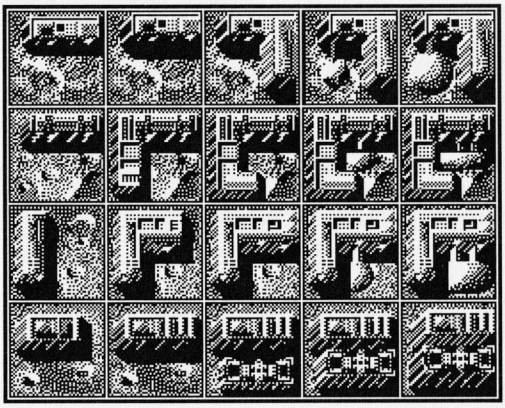
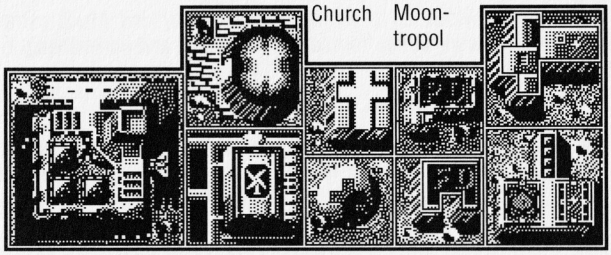


SPECIAL ZONES



SimCity Graphics Sets

You are about to take on the challenge of designing and controlling cities in different times and different places with the SimCity Graphics Set #2—Future Cities. This package contains three complete sets of alternate graphics to be installed into SimCity, The City Simulator, that transport you forward in time.

FUTURE USA—A simulated look at what life in America might be like in 2055.
FUTURE EUROPE—A prediction of European cities in 2155.
MOON COLONY—A look at what may be the new home for Earthlings of the future.

INSTALLING GRAPHICS SETS

These graphics sets must be installed before they can be used. Please see the SYSTEM CARD included in this package for complete installation instructions.

THE GRAPHICS

The zone evolution charts in this manual display the high-resolution monochrome graphics set, which is displayed on the screen on IBM computers in Hercules and MCGA monochrome modes and on Macintoshes with black and white screens. It is also the set that prints on black and white printers for most computers.

Depending on your computer and monitor, you may see differences in the graphics, but they will be close enough for zone identification.

SCENARIOS

These new graphics sets use the original scenario files that came with SimCity. When you load a scenario, it will display the same name and date in the Edit Window as in the original graphics set, but the new graphics will be displayed. The pop-up message window that introduces each scenario will give you some background on the scenario in it's new time and place, give a new name, and describe a new disaster where appropriate.

THE MODEL

The actual mathematical model that runs in the background does not change with the graphics sets. We have reworked the graphics, disasters, sounds and messages to fix (hide?) as many discrepancies between a city of the past and a model of the present as possible.

In spite of our efforts, you will no doubt notice a few inaccuracies...uh, well...we did it on purpose. Yeah, it's a test. See how many mistakes...I mean, "Incongruent Features" you can find in each graphics set.

DISCLAIMER

SimCity, The City Simulator, with and without the Graphics Sets, is intended for entertainment and education only. It is not a serious city planning tool. It is not intended to be an accurate reenactment of history or prediction of the future. Maxis accepts no responsibility for decisions made by people who think we are smarter than we really are.

CREDITS

Computer Art Direction: Richard Payne
Computer Artwork: Richard Payne, Brummbaer, Mark Calhoun
Documentation & Text Messages: Michael Bremer
Package Design and Illustration: Richard Bagel, Kurt West

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Limited Warranty

The SimCity Graphics Sets are provided "as is" without warranty of any kind. Maxis warrants to the original purchaser of SimCity that the diskette will be free from defects in materials and workmanship for ninety days from the date of purchase.

License

As the original purchaser, you have the right to use the SimCity Graphics Sets only on a single computer. You may physically transfer the program from one computer to another provided that the program is used only on one computer at a time. You may not distribute copies of the SimCity Graphics Sets or accompanying documentation to others.

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